

	Type	L #	Hits	Search Text	DBs	Time Stamp
1	BRS	L1	105	macro with (graphical icon)	USPAT	2001/11/25 10:20
2	BRS	L2	105	1 and macro	USPAT	2001/11/25 10:30
3	IS&R	L3	1	("5448739").PN.	USPAT	2001/11/25 10:32
4	BRS	L4	1727	(service tool function command) near2 macro\$	USPAT	2001/11/25 10:34
5	BRS	L5	1282	(service tool function command) near2 macro	USPAT	2001/11/25 10:47
6	BRS	L6	2482	record\$5 with sequence with (key\$7 input command)	USPAT	2001/11/25 10:36
7	BRS	L7	24	(4 6) with (graphical icon)	USPAT	2001/11/25 10:46
8	BRS	L8	0	macro with command with service with tool with function	USPAT	2001/11/25 10:48
9	BRS	L9	129	macro with command with (service tool function)	USPAT	2001/11/25 11:23
10	BRS	L10	129	9 and macro	USPAT	2001/11/25 12:02
11	BRS	L11	111	macro near4 tool	USPAT	2001/11/25 12:05
12	BRS	L12	111	11 and macro	USPAT	2001/11/25 12:10
13	BRS	L13	30	12 and feedback	USPAT	2001/11/25 12:17
14	BRS	L14	197	macro with service	USPAT	2001/11/25 12:18
15	BRS	L15	33	14 and feedback	USPAT	2001/11/25 12:18

*Feedback*

DOCUMENT-IDENTIFIER: US 5874943 A

TITLE: Feedback of object size during direct manipulation

TTL:

Feedback of object size during direct manipulation

ABPL:

A method and apparatus are provided for feedback of object size during direct manipulation. In one embodiment, the invention determines whether the file size of an object being directly manipulated exceeds a threshold and, if the file size exceeds the threshold, varies the mouse tracking speed. The mouse tracking speed is preferably reduced if the file size exceeds an upper threshold and increased if the file size exceeds (falls below) a lower threshold. The mouse tracking speed is preferably restored to its unvaried value upon the conclusion of the direct manipulation.

BSPR:

A data processing system may be provided with a graphical user interface that permits direct manipulation of displayed objects with an on-screen graphical selector, called a pointer, of a mouse, trackball or other pointing device. A graphical user interface may display objects, such as system resources and data files, as icons on a display device such as a display monitor. A system resource may be a device such as a printer which may be represented on the graphical user interface as a printer icon. A data object may be a text file which may be represented in the graphical user interface as a file icon. A person, called a user, who is operating the data processing system may perform various operations by using the pointer to "drag" an object about on the display device. Thus, a user may, through direct manipulation using a pointing device, drag the data object's file icon and drop it upon the display printer device's printer icon, thereby causing the display printer to print the data

file.

BSPR:

During direct manipulation operations, an icon may be dragged about the desktop

with a pointer and dropped on eligible target objects. The displayed

appearance of the pointer may change to a "do not" pointer when a target object

is not a valid target for the direct manipulation operation.

BSPR:

DOCUMENT-IDENTIFIER: US 5666500 A  
TITLE: Workstation user interface for use in conjunction with a  
host data  
processing system

APY:  
1992

ABPL:

A user interface is provided for a workstation when the workstation is using a host data processing system. The interface provides a windows type of graphical interface on the workstation when using a host program. The interface allows point-and-go access to host program functions with a mouse. Icons represent desired host functions. The interface provides audio notification of incoming mail, allows files to be uploaded and downloaded between the workstation to the host, allows a user to program an icon and executes host macros.

DEPR:

Another aspect of MOWS involves execution of a macro. Referring to FIG. 8, the method is started, step 211. In step 213, the user selects an icon that is associated with a macro. Such an icon can be programmed with a macro as described in FIGS. 7a-7f. In step 215, MOWS interprets the request and in step 217, MOWS informs the emulator 31 to execute the macro. In step 219, the emulator performs the macro and in step 221, MOWS processes the return information. In step 223, the method ends.

CLPV:

a) said step of determining a host function further comprises the step of providing a macro for said host function, wherein said step of associating an icon with said function further comprises associating said icon with said macro;